

Sarah Schaack

M.A. - 3D & VFX Artist



born at 21.08.1988 in Hanau, single, able to relocate



SKILLS

Languages



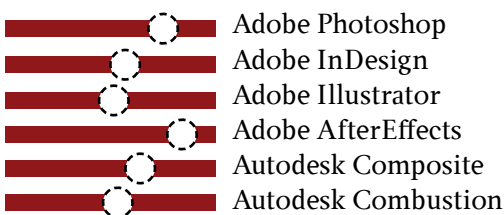
IT/ PC



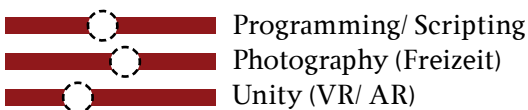
3D Devison



2D Devison



Miscellaneous



PROFESSIONAL EXPERIENCE

03/ 2016 - present

CGI / 3D Artist at PX4 Frankfurt, Frankfurt am Main
tasks: 3D General (Animation, Modeling, Shading), 3D Lighting & Rendering

08/ 2014 - 05/ 2015

Technical Director & VFX Artist at qubic - Room for new dimensions, Hanau
tasks: 3D Particle Effects, 3D Rigging Fahrzeuge, 3D General (Animation, Modeling, Shading)

08/ 2011 - 07/ 2012

1-year internship at A & O Multimedia GmbH as Allround 3D Artist, Obertshausen

08/ 2009 - 09/ 2009

6 weeks internship at Litho-Studio Frankfurt GmbH as digital media designer in pre-press, Frankfurt am Main



ACADEMIC EDUCATION

09/ 2012 - 04/ 2014

Leadership in the Creative Industries, Hochschule Darmstadt, Campus Dieburg (Master of Arts)

09/ 2008 - 02/ 2012

Digital Media, focal field Animation & Game, Hochschule Darmstadt, Campus Dieburg (Bachelor of Arts)

2005 - 2008

Kaufmännische Schulen II der Stadt Hanau (commercial high school), Hanau (General Qualification for University Entrance)

1999 - 2005

Mädchenrealschule St. Josef in Großauheim, Hanau (General Certificate of Secondary Education)

1995 - 1999

Geschwister-Scholl-Primary School in Großkrotzenburg